

CS660 PA1 Write Up

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From the beginning we went through the Instruction of Lab2(Programming Assignment 1) and set up the environment along with most of the tools (ant etc.). Then according to the skeleton example PA1 file from the course web and JavaDocs online we followed comments in the codes to complete the missing java fields and created variables which we considered necessary. (For example, there is a “String” in the comment then it indicates that we should consider the data type of this field should be a string.) In the meanwhile as we gradually understood the high-level plan of the simple database feature design we tried to start with coding some basic methods like getter and setters. As for those more complicated methods we focused on finding hints on return value and datatype as well as how would the method functioning, then based on what we thought the role of this part in the database structure we tried to code the minimal version.

Everything was relatively smooth until we got to Part 2.5 HeapFile method, those methods which are frequently mutual called took us a plenty of time. For instance, the HeapFile Iterator is tough and we were not sure if we could achieve the goal. At first we tried to rewrite the java class by implement interface of the dbfile iterator to code this method, but at last we tried to rewrite a private class so it seems lighter now. This PA1 took us very long time and it would be a great help if we start earlier and discuss some details of implementation.